

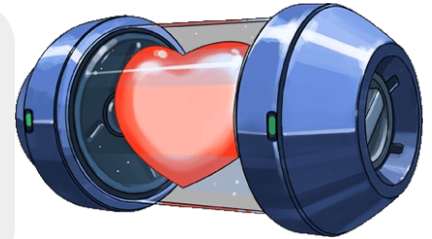
# Cave Story

The original Cave Story (a.k.a. Doukuzen Monogatari) was developed by Daisuke "Papa" Amaya and was released in 2004.

# Cave Story

This system scrapes metadata for the "cavestory" group and loads the cavestory set from the currently selected theme, if available.

Grouped with the "ports" group of systems.



## Quick reference

- **Emulator:** [RetroArch](#)
- **Core:** [libretro: nxengine](#)
- **Folder:** /userdata/roms/cavestory
- **Accepted ROM formats:** .exe

## BIOS

No Cave Story emulator in Batocera needs a BIOS file to run.

## Game files

Place your Cave Story game files in /userdata/roms/cavestory.

Download the game from the following URL and uncompress it in this folder:

<http://www.cavestory.org/downloads/cavestoryen.zip>


It is recommended to use the English version. Other versions may freeze the system.

## Emulators

### RetroArch

[RetroArch](#) (formerly SSNES), is a ubiquitous frontend that can run multiple "cores", which are essentially the emulators themselves. The most common cores use the [libretro](#) API, so that's why cores run in RetroArch in Batocera are referred to as "libretro: (core name)". RetroArch aims to unify the feature set of all libretro cores and offer a universal, familiar interface independent of platform.

## RetroArch configuration

RetroArch offers a **Quick Menu** accessed by pressing [HOTKEY] +  which can be used to alter various things like [RetroArch and core options](#), and [controller mapping](#). Most RetroArch related settings can be altered from Batocera's EmulationStation.

Standardized features available to all libretro cores: `cavestory.videomode`, `cavestory.ratio`, `cavestory.smooth`, `cavestory.shaders`, `cavestory.pixel_perfect`, `cavestory.decoration`, `cavestory.game_translation`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>Settings that apply to all cores of this emulator</b>	
<b>GRAPHICS API</b> <code>cavestory.gfxbackend</code>	Choose which graphics API library to use. Vulkan is better, when supported. ⇒ OpenGL opengl, Vulkan vulkan.
<b>AUDIO LATENCY</b> <code>cavestory.audio_latency</code>	In milliseconds. Can reduce crackling/cutting out. ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
<b>THREADED VIDEO</b> <code>cavestory.video_threaded</code>	Improves performance at the cost of latency and more video stuttering. ⇒ On true, Off false.

### libretro: nxengine

#### libretro: nxengine configuration

## Controls

Here are the default Cave Story's controls shown on a [Batocera Retropad](#):



## Troubleshooting

### Further troubleshooting

For further troubleshooting, refer to the [generic support pages](#).

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